AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application. An identifier indicating the status of each claim is provided.

1.   (Currently Amended) An interactive system comprising:

a voice input section inputting voice uttered by a user;

a voice recognition processing section recognizing the voice inputted by the voice input section, and converting the recognized voice into an input symbol string;

a conversation pattern processing section inputting said input symbol string from the voice recognition processing section, and outputting an output symbol string corresponding to said input symbol string based on a conversation pattern described in advance;

a voice synthesis processing section converting said output symbol string from the conversation pattern processing section into voice;

a voice output section outputting and uttering the voice from the voice synthesis processing section; and

a conversation characteristic control section grasping conversation characteristics of said user and changing said output symbol string in accordance with the grasped conversation characteristics, the grasped conversation characteristics based on the continuity of conversation with respect to a specific topic[[.]],

wherein said conversation characteristic control section optimizes a conversation topic, a conversation pattern, uttered words, a conversation response interval, utterance frequency and timing during the utterance based on words and a conversation pattern

used by the user with high frequency, a specific topic, times of conversation responses and utterance time and the number of words uttered by the user.

2.   (Canceled)

3.   (Currently Amended) An interactive system comprising:

a voice input section inputting voice uttered by a user;

a voice recognition processing section recognizing the voice inputted by the voice input section, and converting the recognized voice into an input symbol string;

a conversation pattern processing section inputting said input symbol string from the voice recognition processing section, and outputting an output symbol string corresponding to said input symbol string based on a conversation pattern described in advance;

a voice synthesis processing section converting said output symbol string from the conversation pattern processing section into voice;

a voice output section outputting and uttering the voice from the voice synthesis processing section;

a storage section storing synonyms and relevant words synonymous with and relevant to words uttered by said user; and

an association function section extracting the synonyms and relevant words synonymous with and relevant to words uttered by said user from said storage section based on a conversation history and said input symbol string from said conversation

pattern processing section, and outputting said extracted synonyms and relevant words

to said conversation pattern processing section,

wherein said extracted synonyms and relevant words are referred to by the

conversation pattern processing section as variables when outputting the output symbol

string[[.]]; and

a conversation characteristic control section grasping conversation

characteristics of said user and changing said output symbol string in accordance with

the grasped conversation characteristics, the grasped conversation characteristics

based on the continuity of conversation with respect to a specific topic,

wherein said conversation characteristic control section optimizes a conversation

topic, a conversation pattern, uttered words, a conversation response interval, utterance

frequency and timing during the utterance based on words and a conversation pattern

used by the user with high frequency, a specific topic, times of conversation responses

and utterance time and the number of words uttered by the user.

4.   (Currently Amended) An interactive system comprising:

a voice input section inputting voice uttered by a user;

a first voice recognition processing section recognizing the voice inputted by the

voice input section, and converting the recognized voice into a first input symbol string;

a conversation pattern processing section inputting said first input symbol string

from the first voice recognition processing section, and outputting an output symbol

string corresponding to said first input symbol string based on a conversation pattern

described in advance;

a voice synthesis processing section converting said output symbol string from the conversation pattern processing section into voice;

a voice output section outputting and uttering the voice from the voice synthesis processing section;

a second recognition processing section recognizing broadcast voice from a broadcast station, and converting the recognized broadcast voice into second input symbol strings; and

an event data storage section storing said second input symbol strings as event data in association with corresponding attribute identifiers[[.]]; and

a conversation characteristic control section grasping conversation characteristics of said user and changing said output symbol string in accordance with the grasped conversation characteristics, the grasped conversation characteristics based on the continuity of conversation with respect to a specific topic,

wherein said conversation characteristic control section optimizes a conversation topic, a conversation pattern, uttered words, a conversation response interval, utterance frequency and timing during the utterance based on words and a conversation pattern used by the user with high frequency, a specific topic, times of conversation responses and utterance time and the number of words uttered by the user.

5.   (Original) An interactive system according to claim 4, comprising an event data processing section extracting only a symbol string desired by the user among said second input symbol strings converted by said second voice recognition section, and storing the extracted symbol string in said event data storage section.

6.   (Previously Presented) An interactive system according to claim 4, comprising:

a conversation characteristic control section grasping conversation

characteristics of said user based on said input symbol string from said conversation

pattern processing section, and changing said output symbol string in accordance with

the grasped conversation characteristics.

7.   (Original) An interactive system according to claim 4, comprising:

a storage section storing synonyms and relevant words synonymous with and

relevant to words uttered by said user; and

an association function section extracting the synonyms and relevant words

synonymous with and relevant to words uttered by said user from said storage section

based on said input symbol string from said conversation pattern processing section,

and outputting said extracted synonyms and relevant words to said conversation pattern

processing section.

8.   (Currently Amended) A two-way interactive system comprising a plurality of

interactive systems each conducting an interactive processing for interaction with a

user, the respective interactive systems communicating with one another, each of said

interactive systems comprising:

a voice input section inputting voice uttered by a user;

a voice recognition processing section recognizing the voice inputted by the

voice input section, and converting the recognized voice into an input symbol string;

a conversation pattern processing section inputting said input symbol string from the voice recognition processing section, and outputting an output symbol string corresponding to said input symbol string based on a conversation pattern described in advance;

a voice synthesis processing section converting said output symbol string from the conversation pattern processing section into voice;

a voice output section outputting and uttering the voice from the voice synthesis processing section;

an event data transmission and reception section transmitting said input symbol string to the other interactive system as event data, and receiving event data consisting of a symbol string from said other interactive system; and

an event data storage section storing said received event data in association with corresponding attribute identifiers[[.]];

an input section inputting a privacy protection command of said user; and

a privacy protecting function section transmitting said event data acquired by utterance of said user to said other interactive system if said privacy protection command is not inputted from the input section, and not transmitting said event data acquired by the utterance of said user to said other interactive system if said privacy protection command is inputted from the input section.

9.   (Canceled)

10.   (Original) A two-way interactive system according to claim 8, comprising:

a conversation characteristic control section grasping conversation

characteristics of said user based on said input symbol string from said conversation

pattern processing section, and changing said output symbol string in accordance with

the grasped conversation characteristics.

11.   (Original) A two-way interactive system according to claim 8, comprising:

a storage section storing synonyms and relevant words synonymous with and

relevant to words uttered by said user; and

an association function section extracting the synonyms and relevant words

synonymous with and relevant to words uttered by said user from said storage section

based on said input symbol string from said conversation pattern processing section,

and outputting said extracted synonyms and relevant words to said conversation pattern

processing section.

12.   (Original) A two-way interactive system according to claim 8, wherein a second

recognition processing section recognizing broadcast voice from a broadcast station,

and converting the recognized broadcast voice into second input symbol strings; and

an event data storage section storing said second input symbol strings as event

data.

13.   (Currently Amended) An interactive method comprising:

a voice recognition processing step of recognizing voice uttered by a user, and of converting the recognized voice into an input symbol string;

a conversation pattern processing step of inputting said input symbol string, and of outputting an output symbol string corresponding to said input symbol string based on a conversation pattern described in advance;

a voice synthesis processing step of converting said output symbol string into voice;

a voice output step of outputting and uttering the voice obtained in the voice synthesis processing step; and

a conversation characteristic control step of grasping conversation characteristics of said user and changing said output symbol string in accordance with the grasped conversation characteristics, the grasped conversation characteristics based on the continuity of conversation with respect to a specific topic[[.]],

wherein said conversation characteristic control step optimizes a conversation topic, a conversation pattern, uttered words, a conversation response interval, utterance frequency and timing during the utterance based on words and a conversation pattern used by the user with high frequency, a specific topic, times of conversation responses and utterance time and the number of words uttered by the user.

14.   (Canceled)

15.   (Currently Amended) An interactive method comprising:

a voice recognition processing step of recognizing voice uttered by a user, and of

converting the recognized voice into an input symbol string;

a conversation pattern processing step of inputting said input symbol string, and

of outputting an output symbol string corresponding to said input symbol string based on

a conversation pattern described in advance in a conversation pattern processing

section;

a voice synthesis processing step of converting said output symbol string into

voice;

a voice output step of outputting and uttering the voice obtained in the voice

synthesis processing step;

a storage step of storing synonyms and relevant words synonymous with and

relevant to words uttered by said user; and

an association function step of extracting the synonyms and relevant words

synonymous with and relevant to words uttered by said user from said storage section

based on a conversation history and said input symbol string, and of outputting said

extracted synonyms and relevant words to said conversation pattern processing

section,

wherein said extracted synonyms and relevant words are referred to by the

conversation pattern processing section as variables when outputting the output symbol

string[[.]]; and

a conversation characteristic control step of grasping conversation characteristics

of said user and changing said output symbol string in accordance with the grasped

conversation characteristics, the grasped conversation characteristics based on the

continuity of conversation with respect to a specific topic,

wherein said conversation characteristic control step optimizes a conversation

topic, a conversation pattern, uttered words, a conversation response interval, utterance

frequency and timing during the utterance based on words and a conversation pattern

used by the user with high frequency, a specific topic, times of conversation responses

and utterance time and the number of words uttered by the user.

16. (Currently Amended) An interactive method comprising:

a first voice recognition processing step of recognizing voice uttered by a user,

and of converting the recognized voice into a first input symbol string;

a conversation pattern processing step of inputting said first input symbol string,

and of outputting an output symbol string corresponding to said first input symbol string

based on a conversation pattern described in advance;

a voice synthesis processing step of converting said output symbol string into

voice;

a voice output section outputting and uttering the voice obtained in the voice

synthesis processing step;

a second recognition processing step of recognizing broadcast voice from a

broadcast station, and converting the recognized broadcast voice into second input

symbol strings; ~~and~~

an event data storage step of storing said second input symbol strings as event

data in association with corresponding attribute identifiers[[.]]; and

a conversation characteristic control step of grasping conversation characteristics

of said user and changing said output symbol string in accordance with the grasped

conversation characteristics, the grasped conversation characteristics based on the

continuity of conversation with respect to a specific topic,

wherein said conversation characteristic control step optimizes a conversation

topic, a conversation pattern, uttered words, a conversation response interval, utterance

frequency and timing during the utterance based on words and a conversation pattern

used by the user with high frequency, a specific topic, times of conversation responses

and utterance time and the number of words uttered by the user.

17. (Previously Presented) An interactive method according to claim 16, comprising:

an event data processing step of extracting only a symbol string desired by the

user among said second input symbol strings converted in said second voice

recognition step, and of storing the extracted symbol string in said event data storage

section.

18. (Previously Presented) An interactive method according to claim 16, comprising:

a conversation characteristic control step of grasping conversation characteristics

of said user based on said input symbol string, and of changing said output symbol

string in accordance with the grasped conversation characteristics.

19. (Original) An interactive method according to claim 16, comprising:

a storage step of storing synonyms and relevant words synonymous with and

relevant to words uttered by said user; and

an association function step of extracting the synonyms and relevant words

synonymous with and relevant to words uttered by said user from said storage section

based on said input symbol string, and of outputting said extracted synonyms and

relevant words to said conversation pattern processing section.

20.   (Currently Amended) A two-way interactive method of allowing a plurality of

interactive systems each conducting an interactive processing for interaction with a user

to communicate with one another, the method comprising:

a voice recognition processing step of recognizing the voice uttered by a user,

and of converting the recognized voice into an input symbol string;

a conversation pattern processing step of inputting said input symbol string, and

of outputting an output symbol string corresponding to said input symbol string based on

a conversation pattern described in advance;

a voice synthesis processing step of converting said output symbol string into

voice;

a voice output section outputting and uttering the voice obtained in the voice

synthesis processing step;

an event data transmission and reception step of transmitting said input symbol

string to the other interactive system as event data, and of receiving event data

consisting of the symbol string from said other interactive system; and

an event data storage step of storing said received event data in association with

corresponding attribute identifiers[[.]];

an input step of inputting a privacy protection command of said user; and

a privacy protecting function step of transmitting said event data acquired by

utterance of said user to said other interactive system if said privacy protection

command is not inputted from the input section, and not transmitting said event data

acquired by the utterance of said user to said other interactive system if said privacy

protection command is inputted from the input section.

21.   (Canceled)

22.   (Original) A two-way interactive method according to claim 20, comprising:

a conversation characteristic control step of grasping conversation characteristics

of said user based on said input symbol string, and of changing said output symbol

string in accordance with the grasped conversation characteristics.

23.   (Original) A two-way interactive method according to claim 20, comprising:

a storage step of storing synonyms and relevant words synonymous with and

relevant to words uttered by said user; and

an association function step of extracting the synonyms and relevant words

synonymous with and relevant to words uttered by said user from said storage section

based on said input symbol string, and of outputting said extracted synonyms and

relevant words to said conversation pattern processing section.

24.   (Original) A two-way interactive method according to claim 20, comprising:

a second recognition processing step of recognizing broadcast voice from a

broadcast station, and of converting the recognized broadcast voice into second input

symbol strings; and

an event data storage step of storing said second input symbol strings as event

data.

25.   (Currently Amended) A computer readable recording medium for recording a

program for allowing a computer to execute, comprising:

a voice recognition processing step of recognizing voice uttered by a user, and of

converting the recognized voice into an input symbol string;

a conversation pattern processing step of inputting said input symbol string, and

of outputting an output symbol string corresponding to said input symbol string based on

a conversation pattern described in advance;

a voice synthesis processing step of converting said output symbol string into

voice;

a voice output step of outputting and uttering the voice obtained in the voice

synthesis processing step; and

a conversation characteristic control step of grasping conversation characteristics

of said user and changing said output symbol string in accordance with the grasped

conversation characteristics, the grasped conversation characteristics based on the

continuity of conversation with respect to a specific topic[[.]],

wherein said conversation characteristic control section optimizes a conversation topic, a conversation pattern, uttered words, a conversation response interval, utterance frequency and timing during the utterance based on words and a conversation pattern used by the user with high frequency, a specific topic, times of conversation responses and utterance time and the number of words uttered by the user.